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THE SOFTWARE TOOLWORKS' STAR WARS CHESS



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CD ROM



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MA-13

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Mature Audiences

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The Software Toolworks®
CD ROM



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THE SOFTWARE TOOLWORKS' STAR WARS® CHESS

SEGA CD™ VERSION

"STAR WARS"

(John Williams)

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"EMPEROR THEME"

from Main Title, "RETURN OF THE JEDI"

(John Williams)

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"YODA THEME"

from Main Title, "THE EMPIRE STRIKES BACK"

(John Williams)

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Welcome Aboard



I am Obi-Wan Kenobi, Jedi Master.

Welcome to The Software Toolworks' Star Wars Chess!

The Rebellion against the evil Empire moves from the Death Star to the chessboard. Luke Skywalker, the White King, needs your help to command the Rebel Alliance and lead them to victory against the evil Emperor and his forces of darkness. May The Force Be With You, as you experience the timeless challenge of chess on a chessboard that is a galaxy far, far away...

Jedi Handbook

The Software Toolworks' Star Wars Chess is a game for chess players in any galaxy. In this chapter, meet the characters and the moves they make as pieces on the chessboard.

Handling Your Sega CD Disc

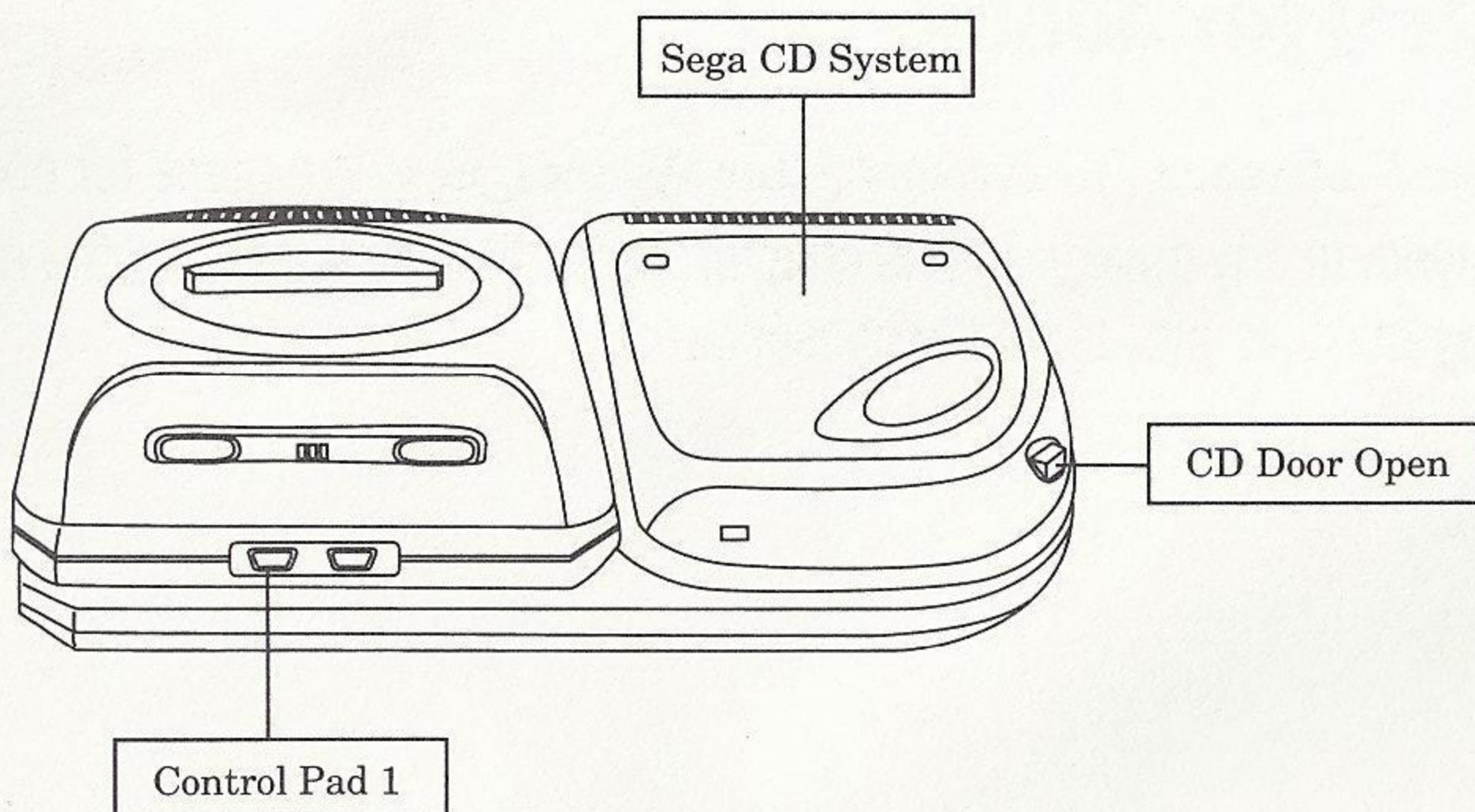
- The Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.
- KEEP YOUR SEGA CD DISC CLEAN.
Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth-wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

Launching the Game

To start the game, follow these steps:

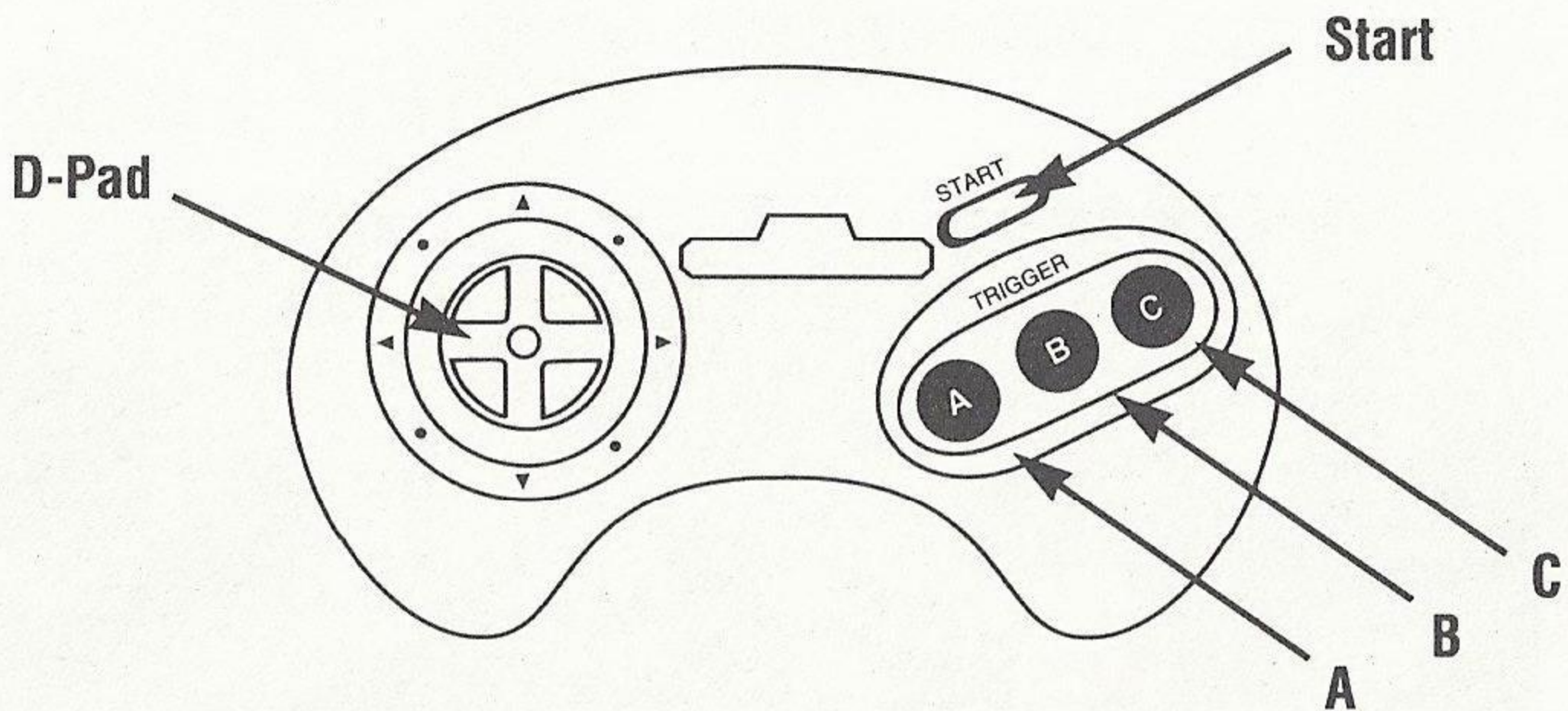
1. Put the disc in your Sega CD System drive, label side up.
2. Turn on your Sega Genesis.
3. Wait for the disc check to end.
4. Press **Start** at any time to stop the opening animation.
5. Press **Start** again to begin game play.

Note: At the title screen, you can use the **D-Pad** to select **Options**, then press **Start** to open the **Options** screen. See **Changing Options**.



Game Controls

Use your Sega Control Pad to move your pieces on the chessboard and to use other game play features.



Directional Pad (D-Pad)

Press the **D-Pad** to point to a chess piece, a destination square, or an option button, then press **C**.

Buttons

Start - Begin the game. During game play, press **Start** to force your computer opponent to move as soon as possible (this gives it less time to think).

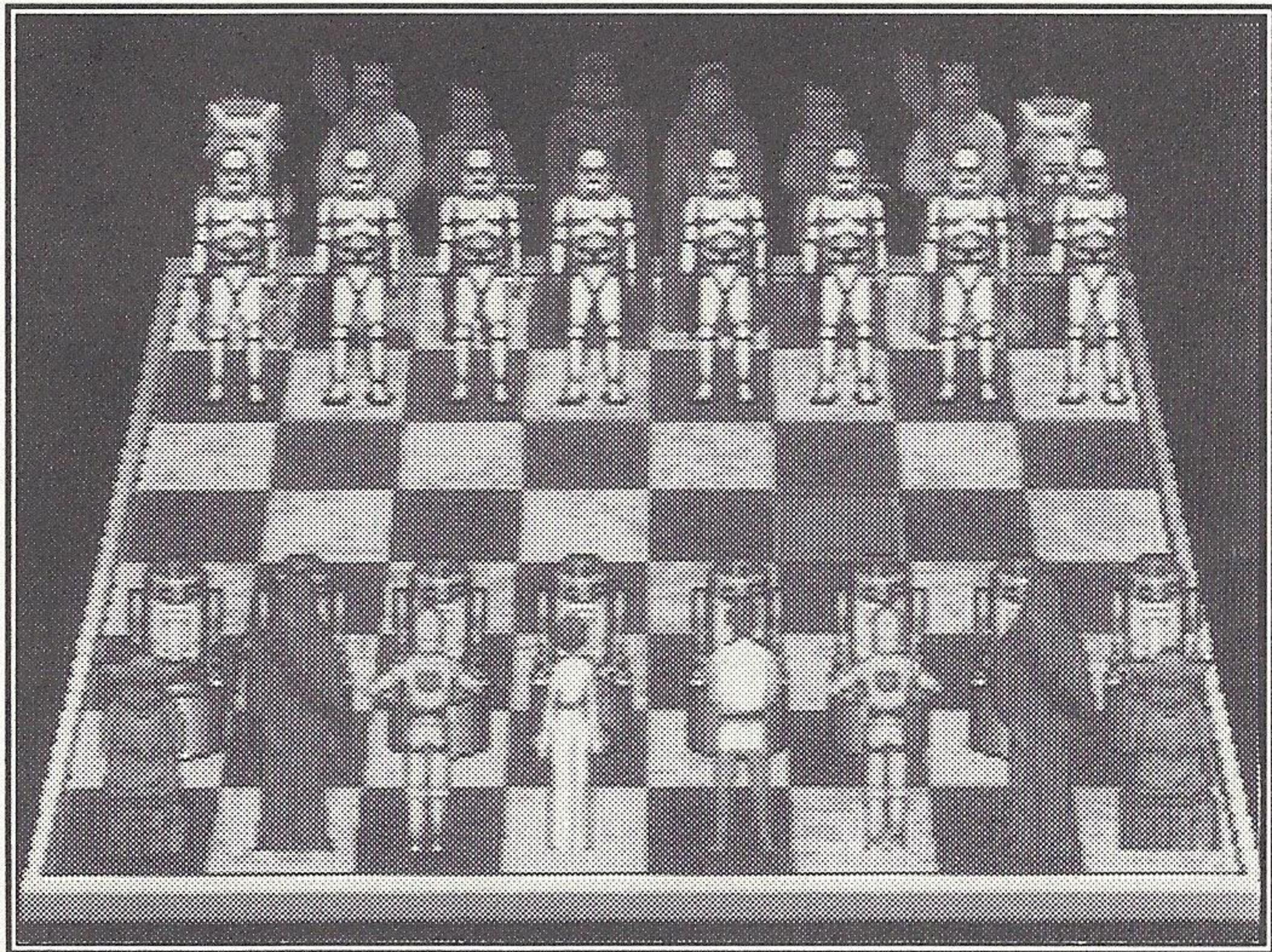
A - Get a Hint. The game marks the source square and positions the piece at a suggested destination square. Press **C** to accept the suggested move. If you don't want to make that move, use the D-Pad to move the suggested piece back to its marked source square and press **C** to drop it there. Then make another move.

B - Switch to 2-D chessboard. Press **B** again to return to the 3-D chessboard (also known as the *Battle* board).

C - Pick up a piece. Use the **D-Pad** to select a destination square, then press **C** again to drop the piece there. You can cancel a move by putting the piece back on its source square.

Battling Pieces on the Chessboard

When you launch *The Software Toolworks' Star Wars Chess*, the chessboard appears with the opposing sides lined up for a galactic battle. The cursor appears onscreen as a small rectangle.



The Software Toolworks' Star Wars Chess offers exciting action animation. Each chess piece moves from its source square to its destination square, and each capture is a battle animation! Direct your battle with the Control Pad.

Moving Pieces

Press **D-Pad** arrows to point to a piece on the chessboard, then press **C** to pick it up. Press the **D-Pad** to point to a legal destination square, then press **C** again. The piece moves to its new destination.

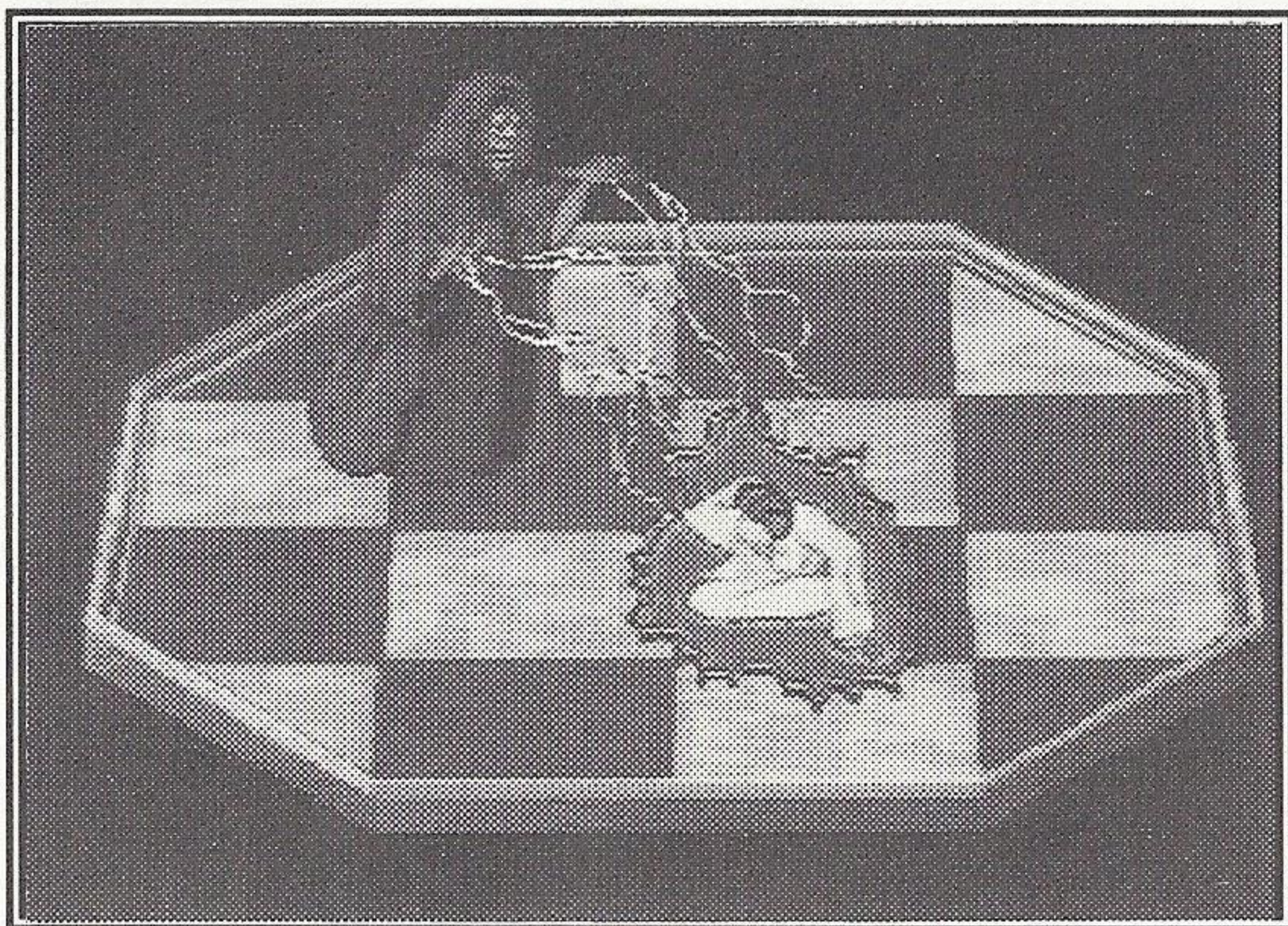
Galactic Chess

Mission Objective

In any galaxy, the goal of chess is to checkmate your opponent's King. In standard chess games, the King is not captured and removed; instead, he is surrounded so that he cannot move. When a King is attacked, he is checked and must get out of check on the next move. If he cannot escape, the position is a checkmate and the checkmated side loses.

The Pieces

White always moves first, then the players take turns. You can move one piece during each turn, except in castling, where you can move your King and a Rook (see Special Moves on page 12). The Knight is the only piece that can jump over other pieces. All other pieces must move along unblocked horizontal, vertical, or diagonal lines. You cannot have two of your own pieces on a square, but you can capture an enemy piece by landing on the square where it is standing. When you capture an enemy, normally you remove it and put your own piece there. In *The Software Toolworks' Star Wars Chess*, there is a dramatic battle animation when a piece is captured!



The Kings - Luke Skywalker & The Emperor

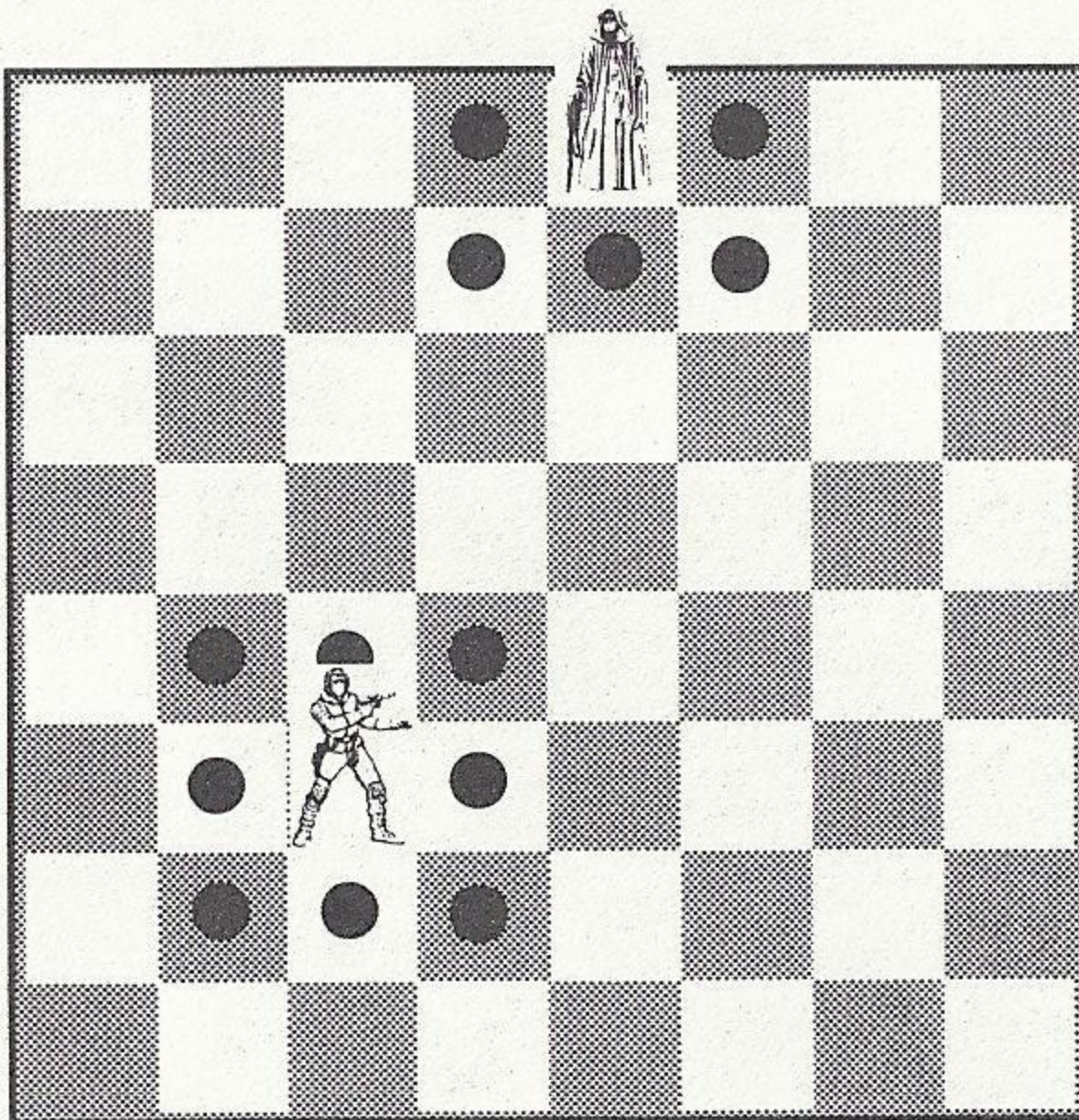


The Kings are the most important pieces in the game. When your King is checkmated (trapped), you lose.

Except for castling, the King can only move one square in any direction, as shown by the dotted squares in the diagram below. The King may not move into check, which is any square threatened by an enemy piece.

Luke Skywalker is the White King. Once a farm boy on the remote planet of Tatooine, Luke was tutored in the ways of the Force by the Jedi Masters, Obi-Wan Kenobi and Yoda. Now young Skywalker is a Jedi Knight. He carries the lightsaber once used by his father, a Jedi Knight destroyed by Darth Vader.

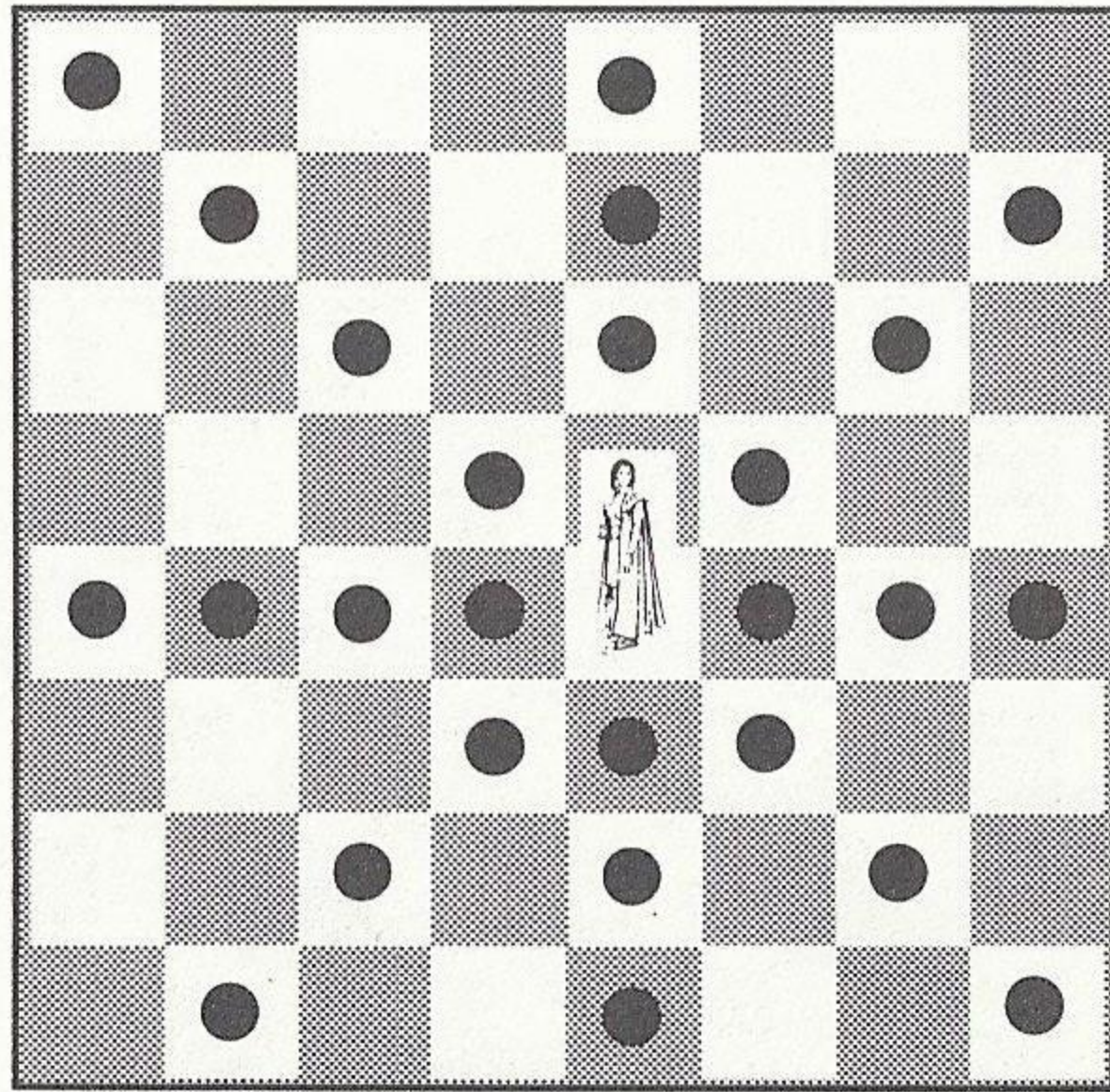
The Emperor is the Black King and Supreme Ruler of the Galactic Empire. Despite his old, decrepit appearance and use of a gnarled cane, the Emperor possesses incredible powers from his mastery of the dark side of the Force. His power exceeds even that of his servant Lord Vader, and can be seen issuing from his fingers as arcs of evil energy.



The Queens - Princess Leia & Lord Darth Vader



The Queens are the most powerful attacking pieces in the game. The Queen can move any number of squares in any direction that is not blocked, as shown by the dotted squares in the diagram below.



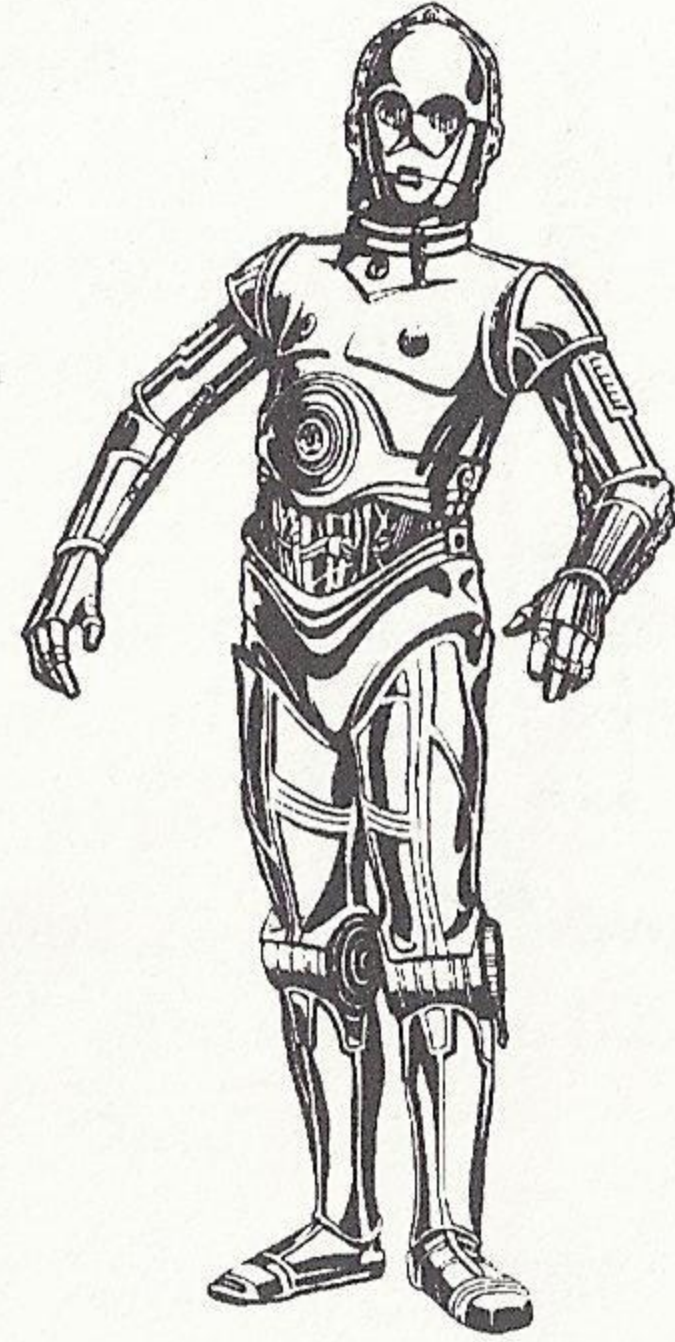
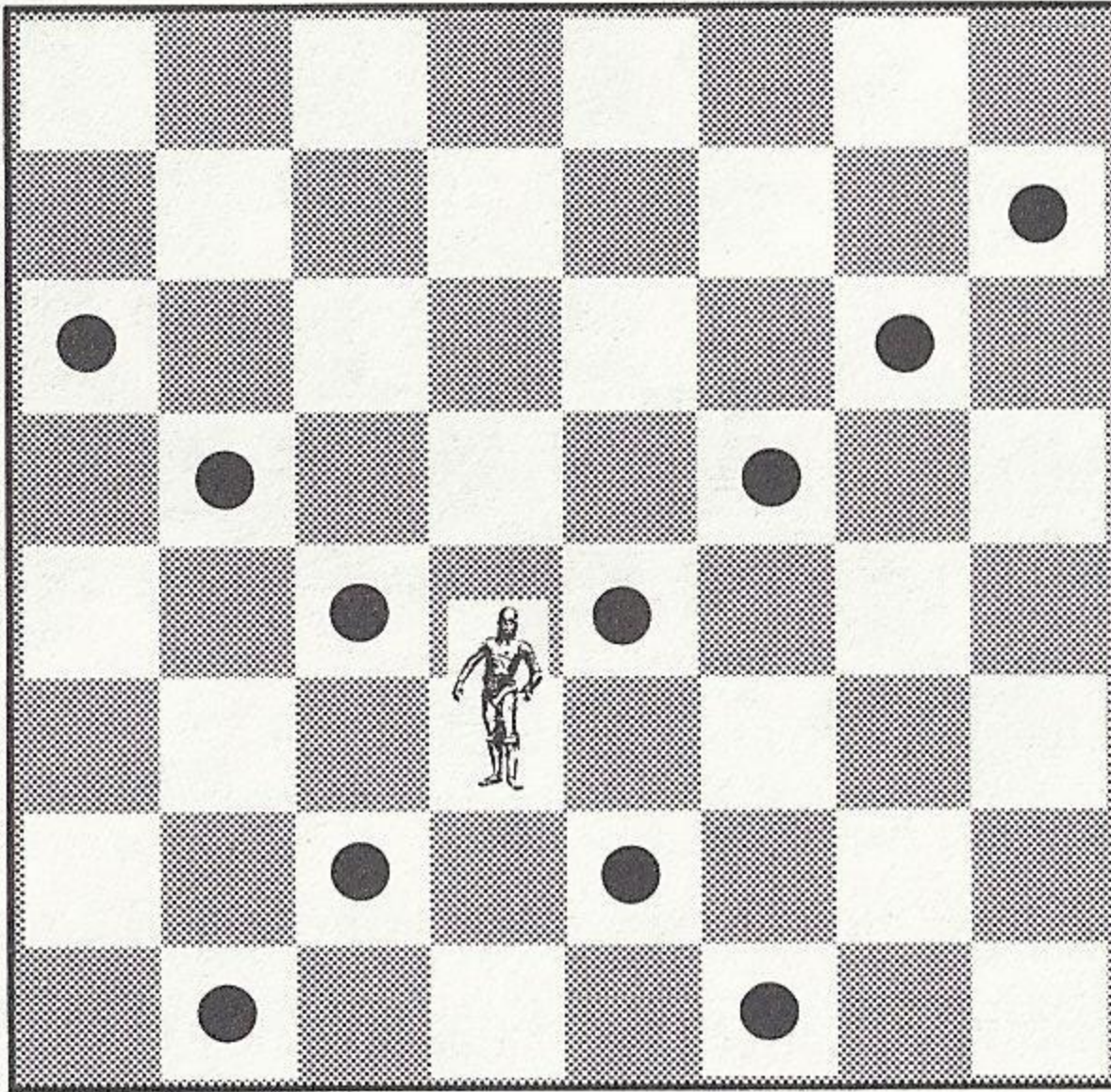
Leia Organa is a senator from her home planet of Alderaan, and secretly a leader of the Rebel Alliance. Once captured by Darth Vader, Leia was freed by Luke and his companions. She now continues to lead the Rebellion against the Empire. Leia's talents as a leader are matched by her prowess with a blaster and other weapons.



Darth Vader, Lord of the Sith, is a Master of the dark side of the Force. Once schooled by Obi-Wan Kenobi, Vader succumbed to the dark side and now seeks to destroy the Rebel Alliance. He is adept at mind control, levitation, and use of the lightsaber.

The Bishops - C-3PO & Boba Fett

The Bishop can move any number of squares in a diagonal direction that is not blocked, as shown by the dotted squares in the diagram below. Each side has one Bishop on a White square and another on a Black square. Each Bishop is restricted to diagonal moves along its colored squares.



C-3PO is a protocol droid who can translate millions of Galactic languages. Once owned by Captain Antilles, C-3PO was forced to flee with R2-D2 when Darth Vader destroyed the captain's Rebel Blockade Runner. Threepio now finds himself involved in a rebellion that he is ill-suited to fight. Most of C-3PO's battle successes involve unfortunate accidents to his opponents.

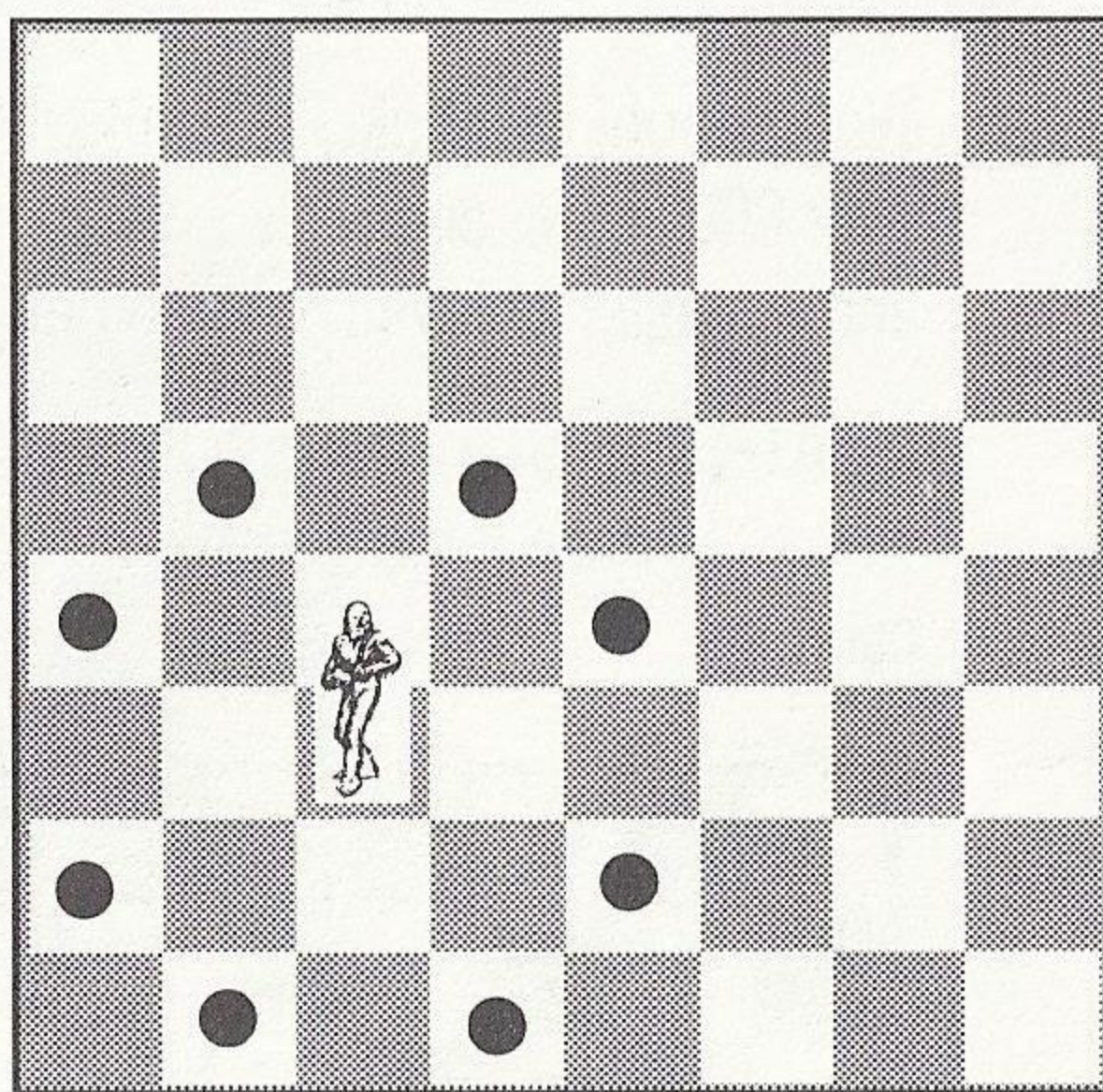
Boba Fett is a bounty hunter hired by Darth Vader to locate Luke Skywalker and his companions. Fett followed the Rebels to the Cloud City of Bespin in his ship, the Slave I, and summoned Darth Vader. After Vader encased Han Solo in carbonite, Boba Fett took Han to collect the bounty on him from Jabba the Hutt. Boba Fett wears a battered suit of armor, which sports assorted weapons, such as wrist lasers, rocket darts, and a jet-pack with flight capability.

The Knights - Chewbacca & Tusken Raiders



The Knight move is a special L-shaped jump and it is the only piece that can jump other pieces on either side. The Knight's jump is 2 squares horizontally or vertically, then 1 more square at a right angle, as shown by the dotted squares in the diagram below.

The Knight always lands on a square that is the opposite color from where it starts. The Knight does not capture pieces it jumps; it only captures an enemy when it lands on its square. Each side has two Knights.



Chewbacca is an 8-foot-tall, 200-year-old Wookiee. Known as Chewie to his friends, he is a skilled pilot and a fierce warrior. Enemies should watch out for his paws, blasters, or personal bowcaster.

Tusken Raiders, or "Sand People," are native to the desolate deserts of Tatooine, where they roam on banthas and raid local settlers. Their gaderffii sticks are vicious weapons.

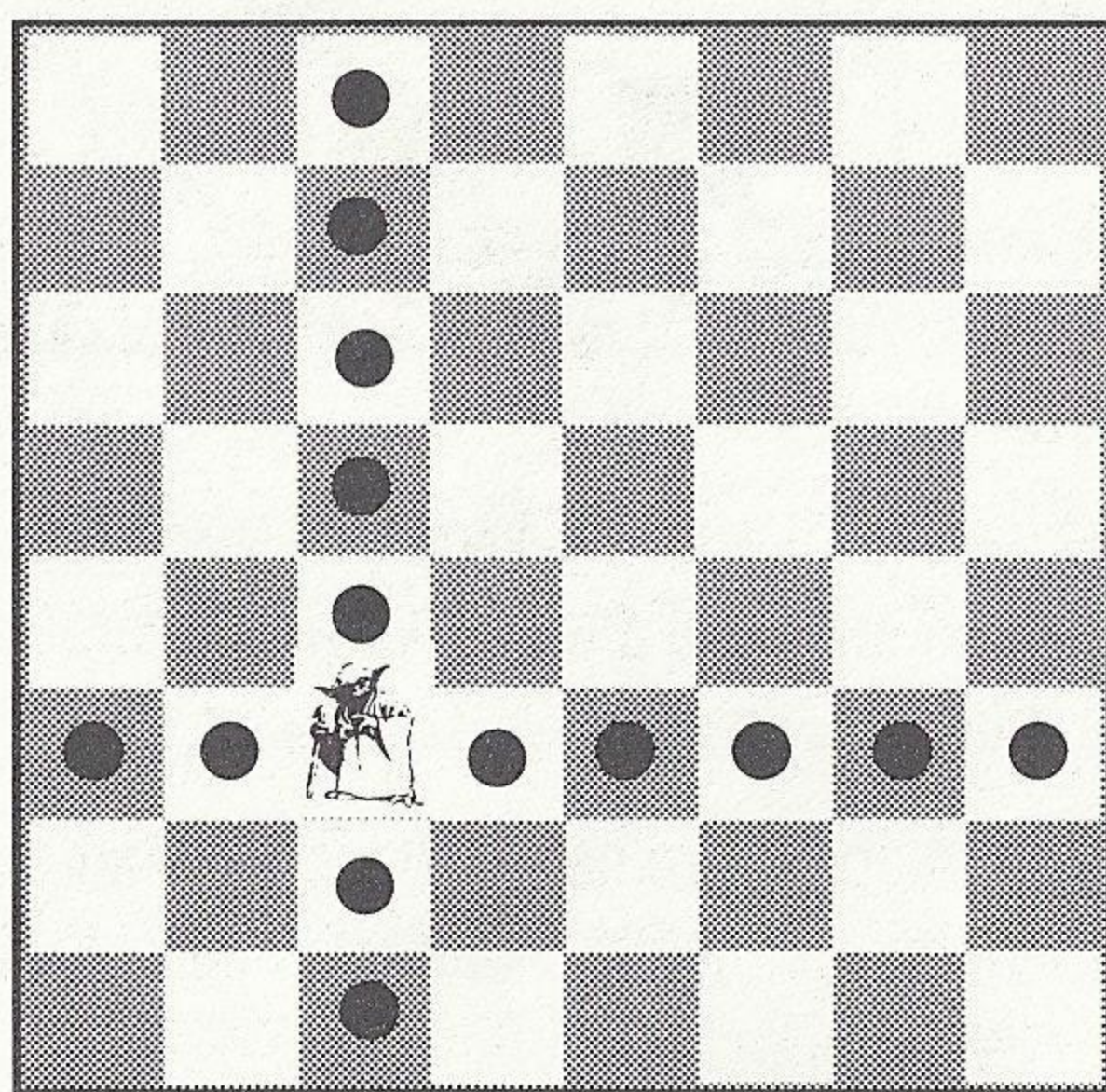
The Rooks - Yoda & AT-ST

The Rook can move any number of squares in a horizontal or vertical direction that is not blocked, as shown by the dotted squares in the diagram below. Each side has two Rooks. They are not restricted to colored squares.

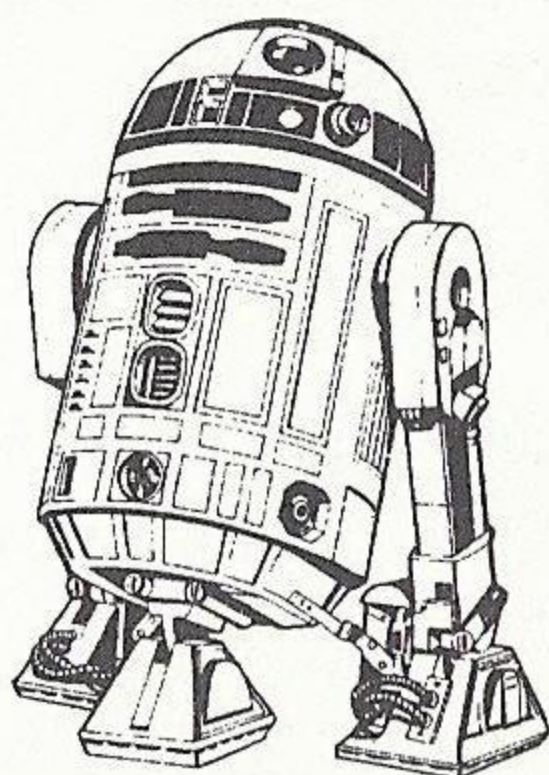


Yoda is the Jedi Master who taught Obi-Wan Kenobi and Luke Skywalker. Yoda has mentored Jedi Knights for over 800 years, and lives on the bog planet of Dagobah. Funny, he is, and a master of levitation and defense.

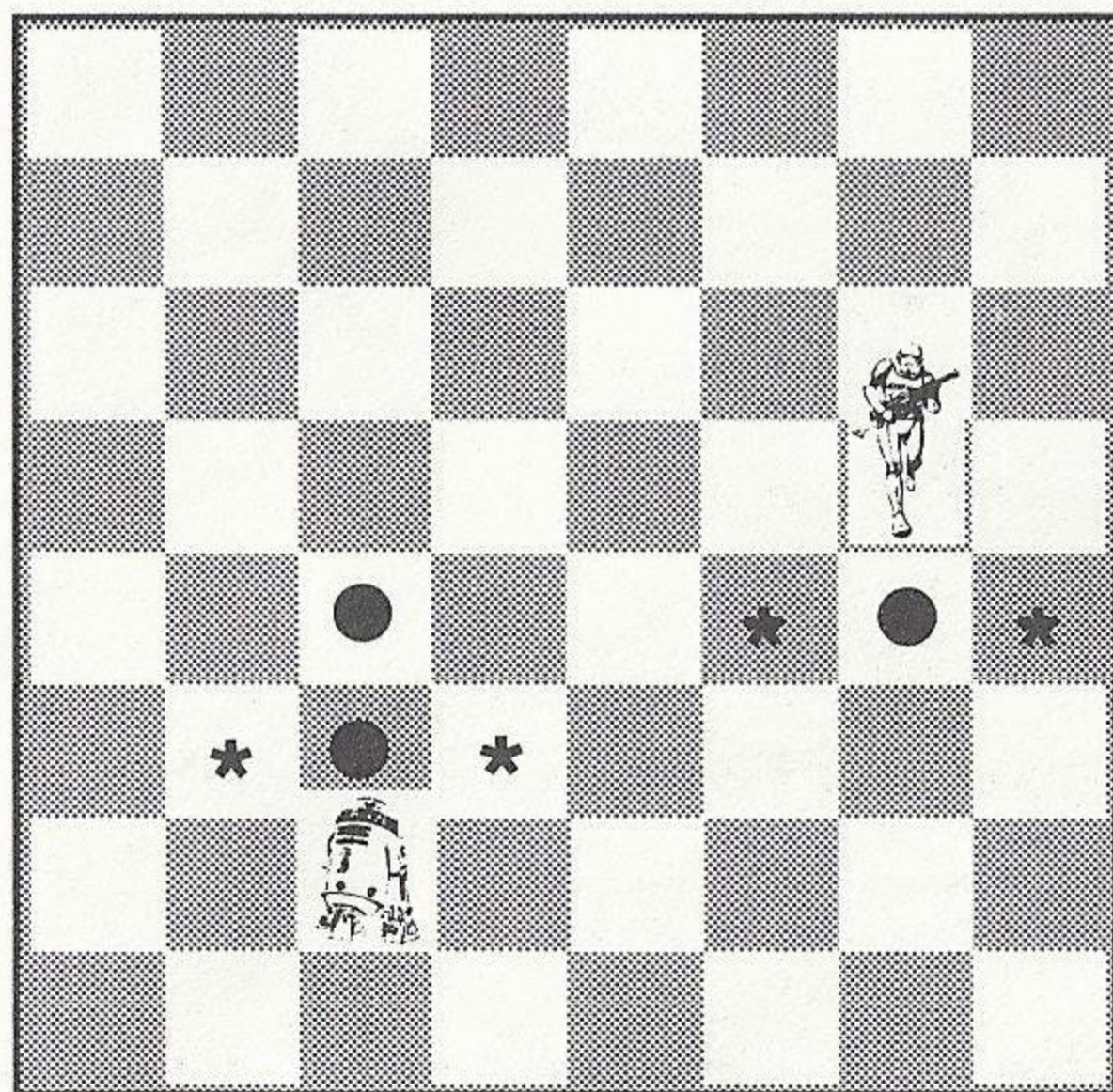
An AT-ST is an All Terrain Scout Transport, also known as a "chicken walker." These Imperial walkers are armed with guns and laser cannons.



The Pawns - R2-D2 & Stormtroopers

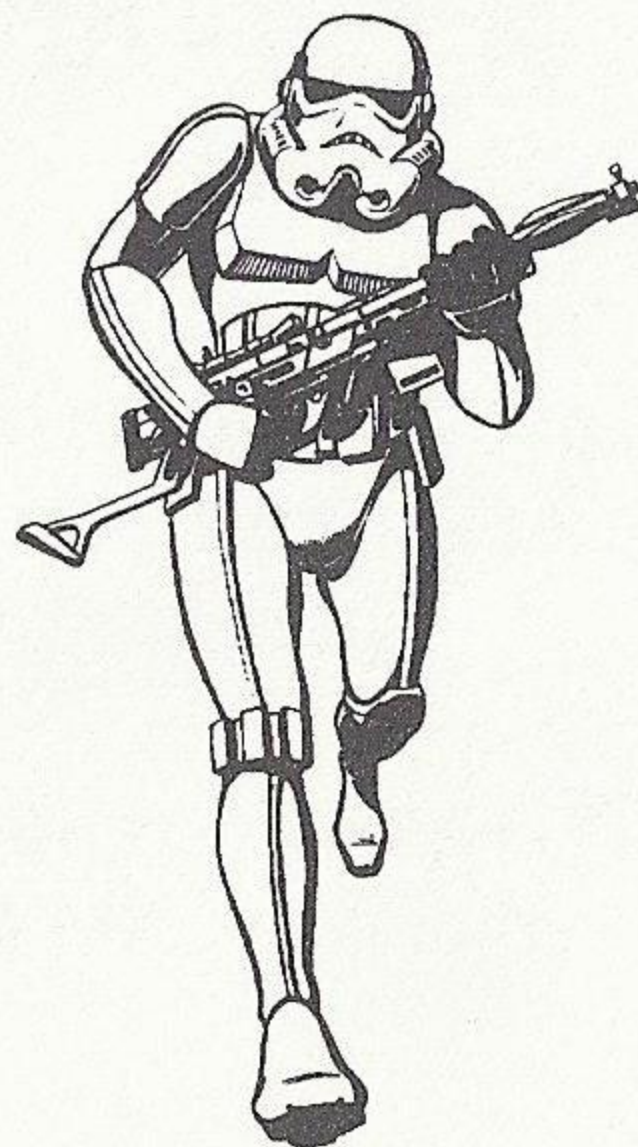


The Pawn moves straight ahead, but it captures diagonally. On the first move, the Pawn has the option of moving 1 or 2 squares; after that, it may move 1 square. In the diagram below, the dotted squares show possible forward moves, and the asterisked squares show possible captures. Note that the White Pawn has 2 possible forward moves (first move), but the Black Pawn has 1 possible forward move, because it is not on its first move. If a Pawn gets to the other side of the board (row 8), it is promoted to a Queen.



R2-D2 is an astromech droid: an information-retrieval and computer-repair robot. The beeps and whistles Artoo uses for communications are usually interpreted for others by his companion C-3PO. His outer panels hide a variety of useful tools.

Imperial Stormtroopers are the pawns of the dark side. They wear white armored suits, and aren't very accurate with their weapons.

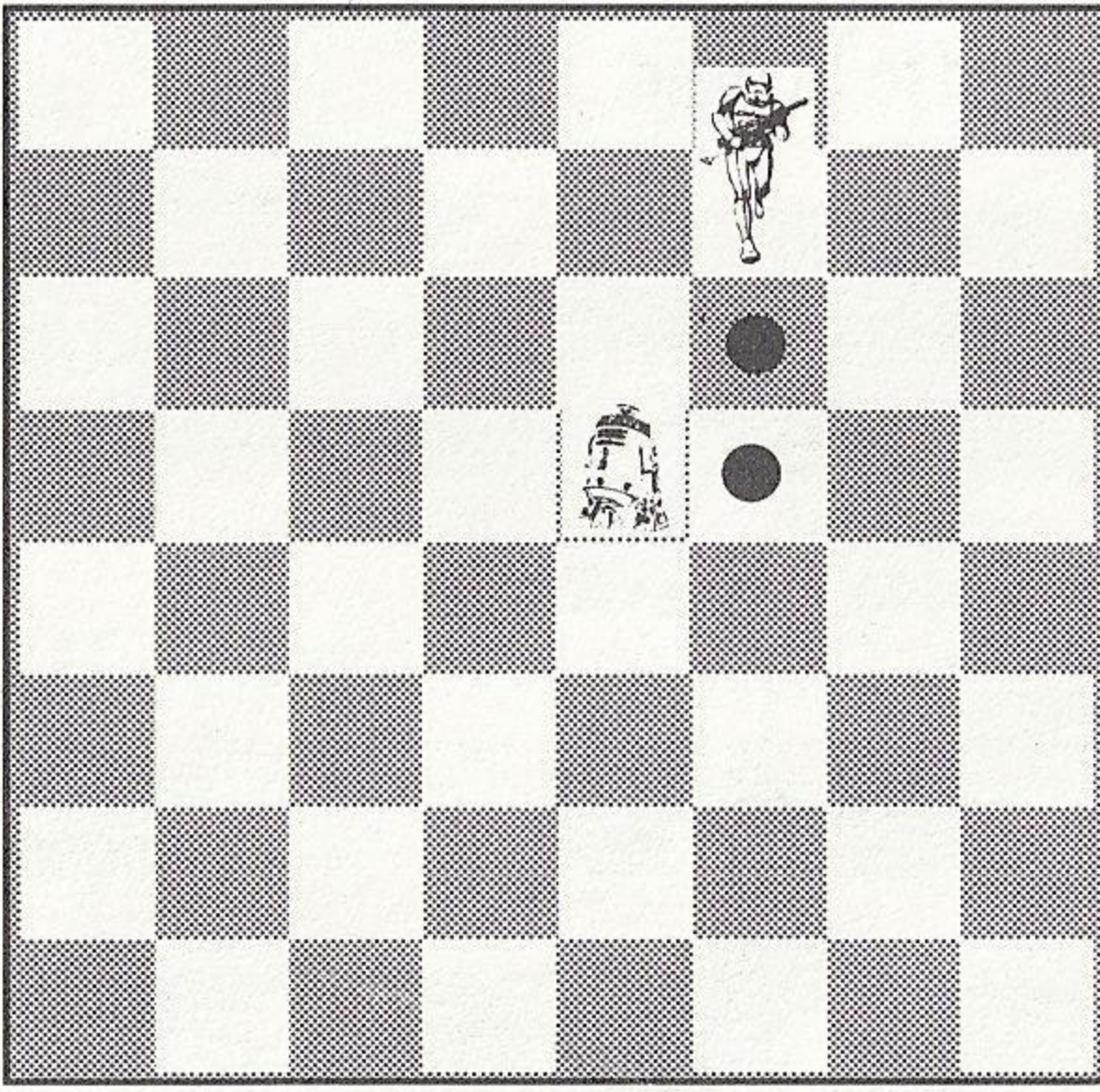


Special Moves

There are two special moves that are important in chess: en passant and castling.

En passant

This phrase from Earth's "French" language means "in passing" and is a special Pawn capture. The capture is made when a player moves a Pawn two squares to avoid capture; however, the capture is made exactly as if the player had only moved the Pawn one square.

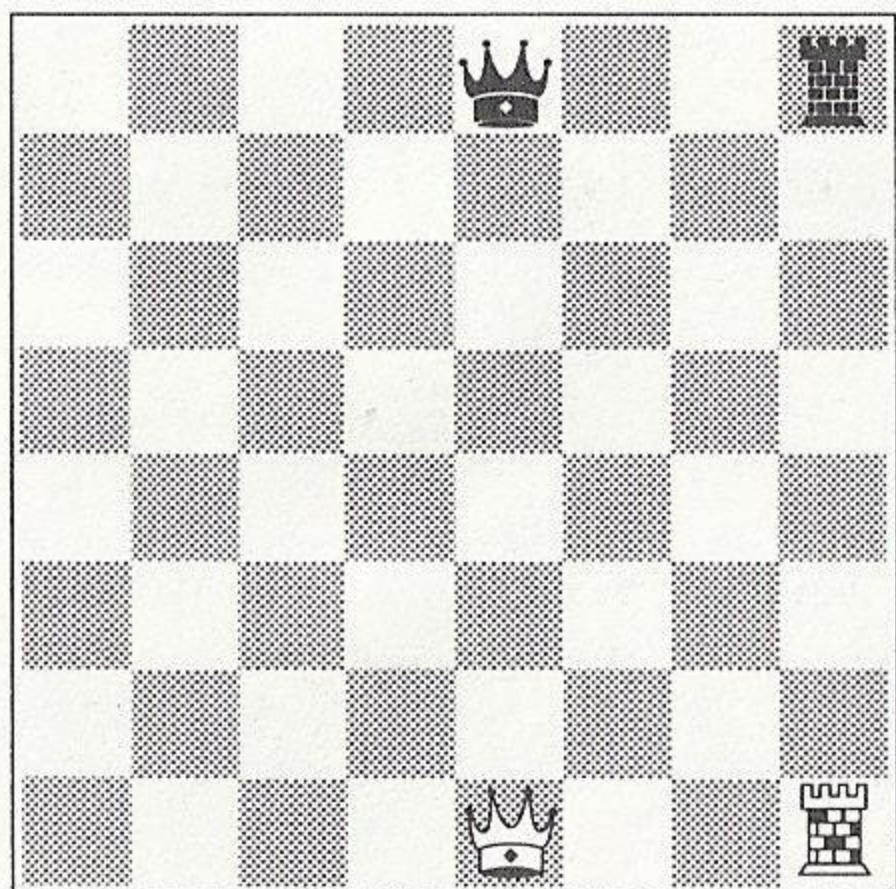


In the diagram above, the Black Pawn moves up two dotted squares. On its turn, the White Pawn may capture the Black one by moving behind it. If the White player does not execute this move on its next turn, that Black Pawn is safe from *en passant* capture for the rest of the game. Note that each Pawn can be threatened in this way.

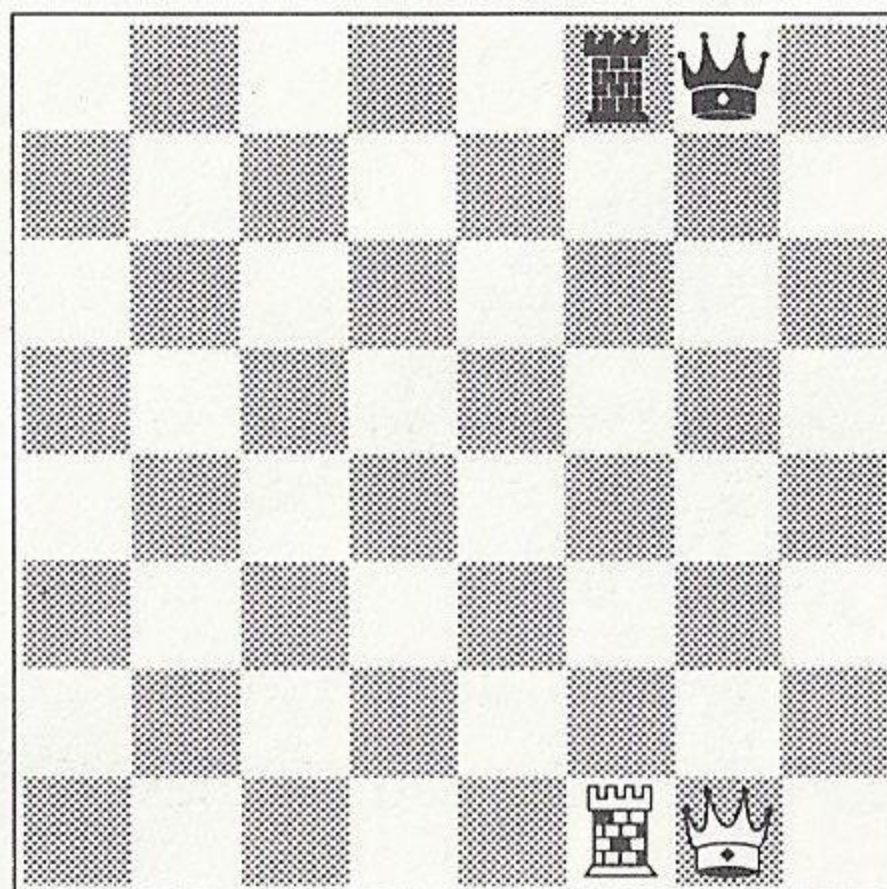
Castling

Each player may castle once during a game, if certain conditions are met. Castling lets you move two pieces at once: your King and a Rook. The King moves two squares left or right toward one of his Rooks. At the same time, the Rook goes to the square beside his King that is toward the center of the board, as shown in the diagrams below.

Kingside Castling

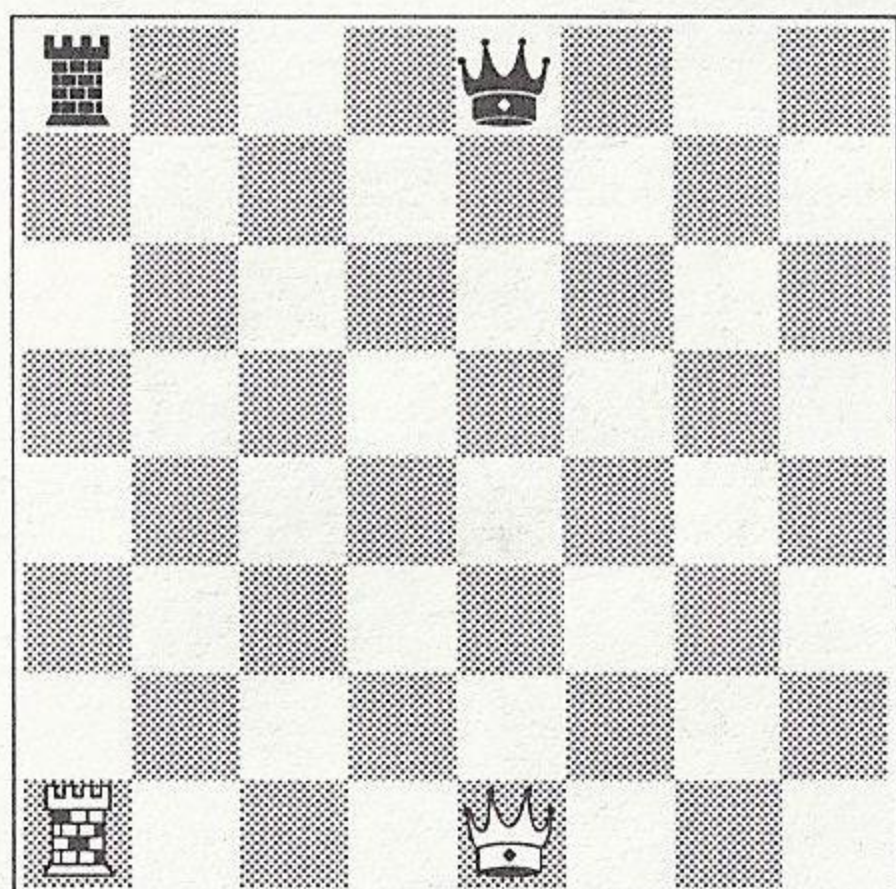


Before

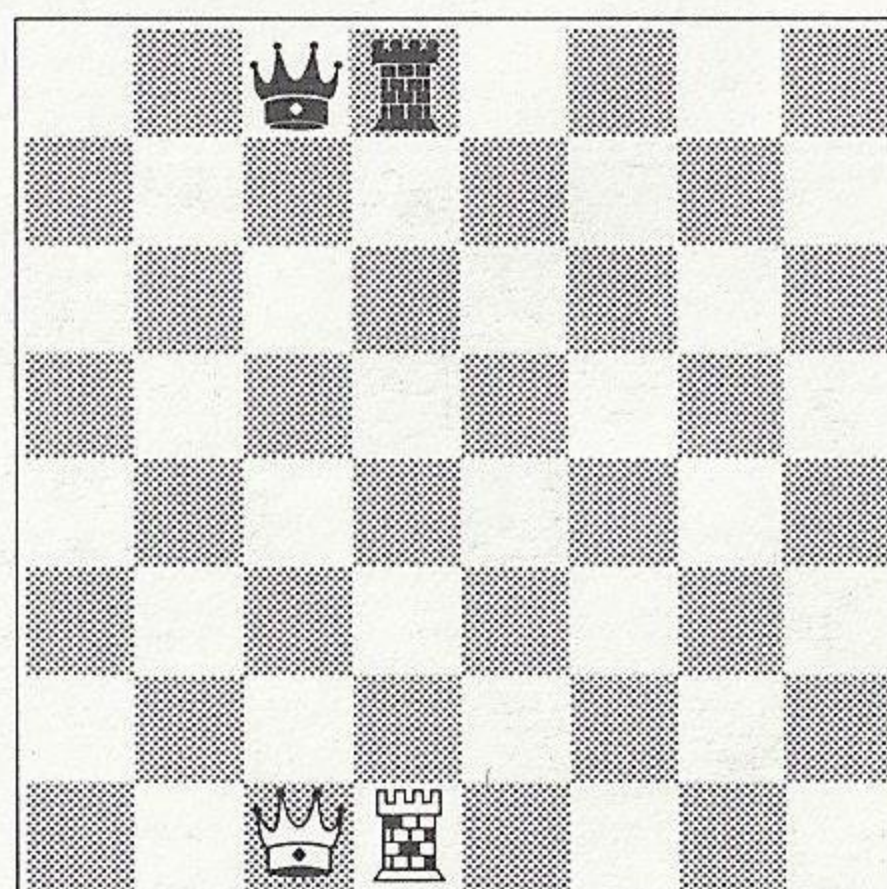


After

Queenside Castling



Before



After

To castle, neither piece may have moved before. Also, the King may not castle out of, into, or through check. Finally, there may not be any pieces of either color between the King and the castling Rook.

Castling is an important move, because it lets you move your King to safety, while letting the Rook become more strategically active.

Checkmate, Stalemate, and Draw

Now that you understand how the pieces move, you need to know how to keep your opponent from *checkmating* your King.

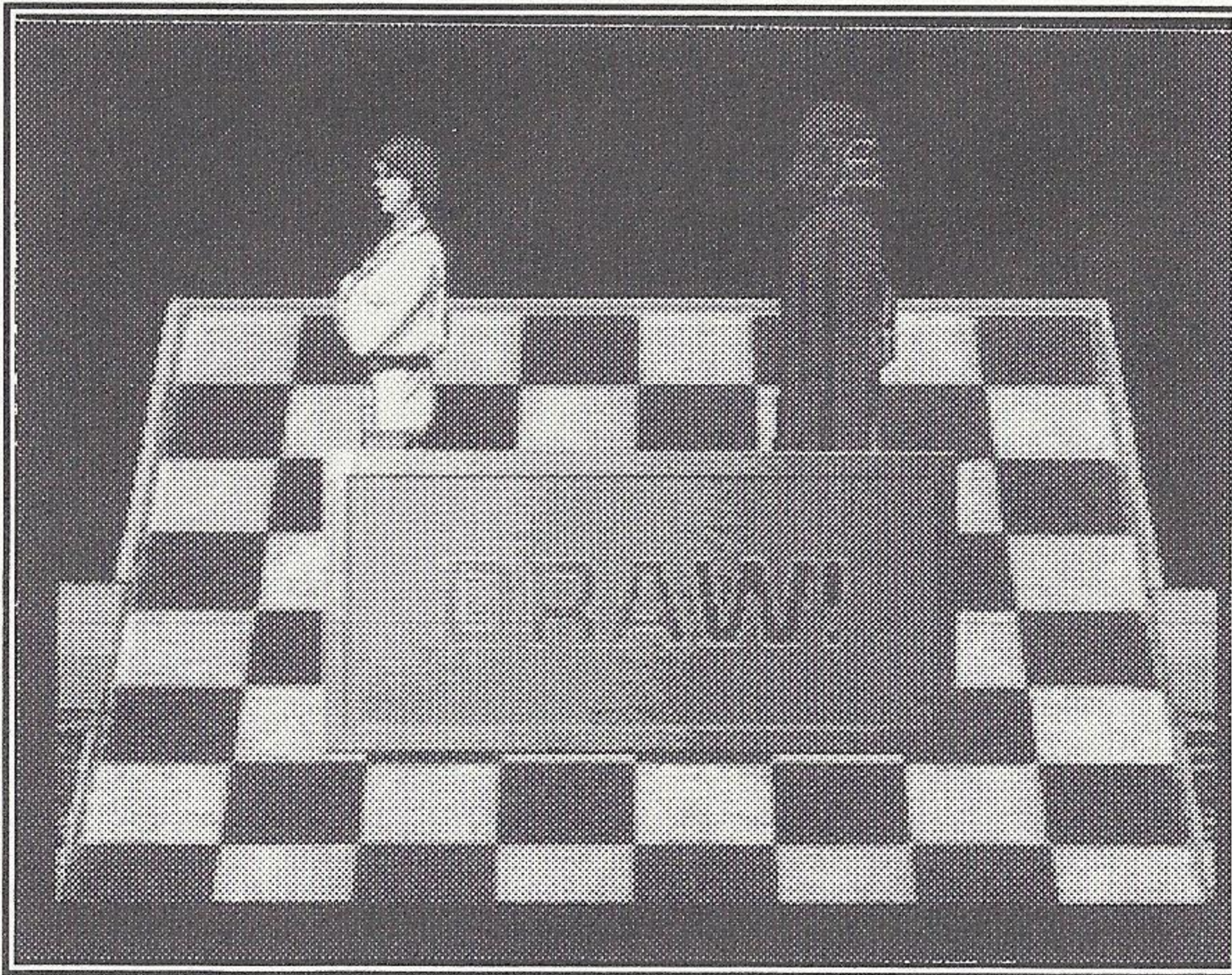
You may not move your King into *check*. For example, you may not move onto a diagonal with the opponent's Bishop if there are no other pieces between the Bishop and your King. If you are in *check*, you have three options:

- Capture the attacking piece.
- Put one of your other pieces between the attacker and your King.
- Move the King away from the attack.

If you cannot do any of these things, you are *checkmated* and you lose!

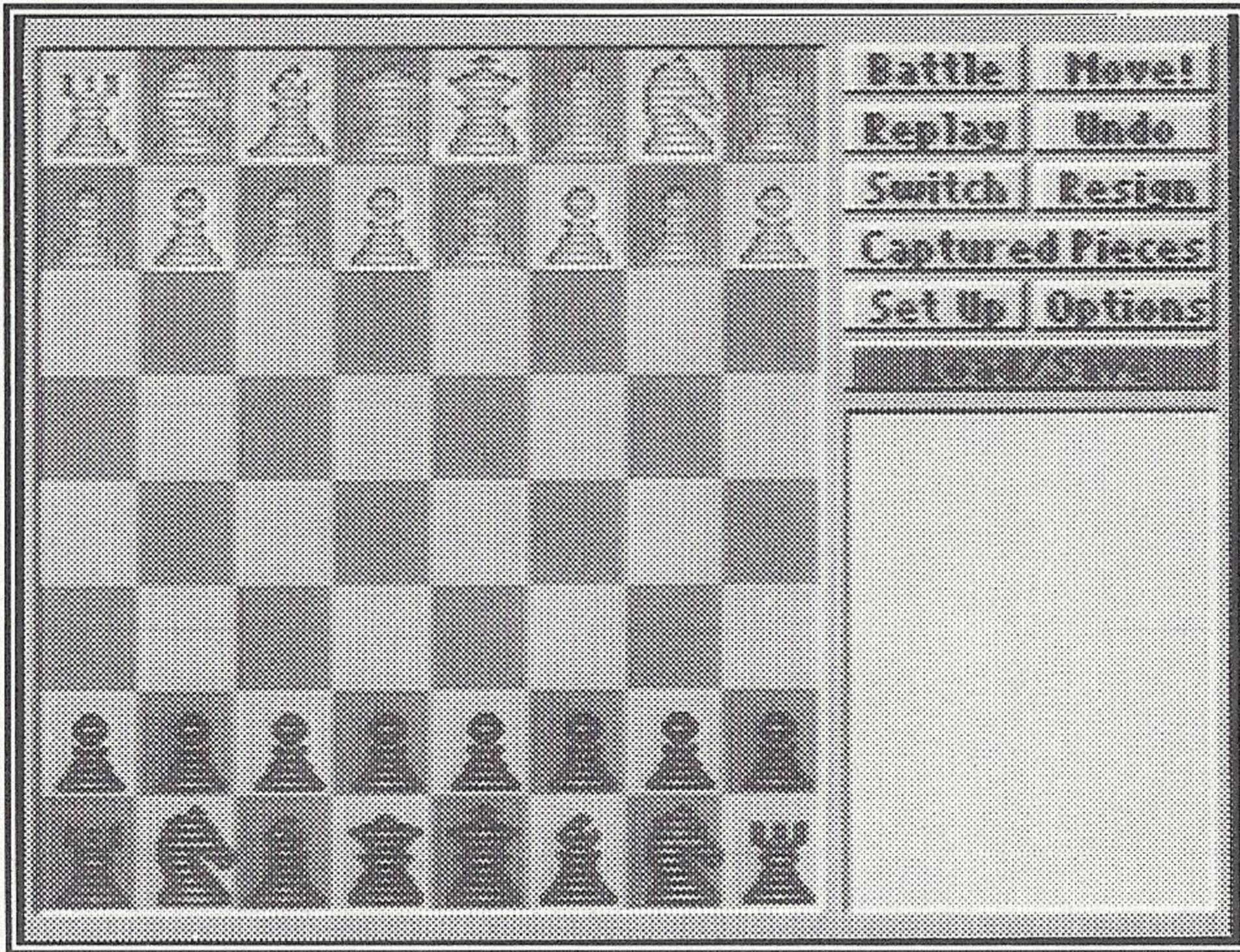
If your King is not in *check*, but you can make no legal move, then you have a stalemate and the game is a *draw* or tie. There are two other technical ways you can have a *draw*:

- **3 Repetition Draw:** If the same board position occurs 3 times during the game, you have a *draw*.
- **50 Moves without Progress:** If 50 moves occur without a capture, or pawn move, you have a *draw*.



Game Features

The Software Toolworks' Star Wars Chess lets you choose a variety of cool game features from the 2-D chessboard. To open the 2-D chessboard, press **B** when it is your turn. To return to the 3-D board, press **B** again or choose **Battle**.



The 2-D chessboard offers the command buttons shown below. During your turn, use the **D-Pad** to point to a button; then press **C** to activate that command.

Battle

Go back to the Battle board (3-D chessboard).

Move!

Force your computer opponent to make a move. You can use this command after you take back a move, or to give your computer opponent less time to think.

Replay

Replay the last move that you took back.

Undo

Take back the last move made. Keep choosing this to take back a series of moves. If you take back a move made by a computer opponent, then choose **Move!** to force a move.

Note: You may want to choose **Switch** and make another move for your computer opponent, then switch back.

Switch

Change sides from White to Black, or from Black to White. (This lets you make a move for your opponent, or practice winning when your computer opponent has the advantage.)

Resign

Admit defeat. After you choose this button, press **C** to resign or press **B** to continue playing.

Captured Pieces

See all pieces captured so far.

Set Up

Set up a game or practice special moves. See **Setting Up A Game**.

Options

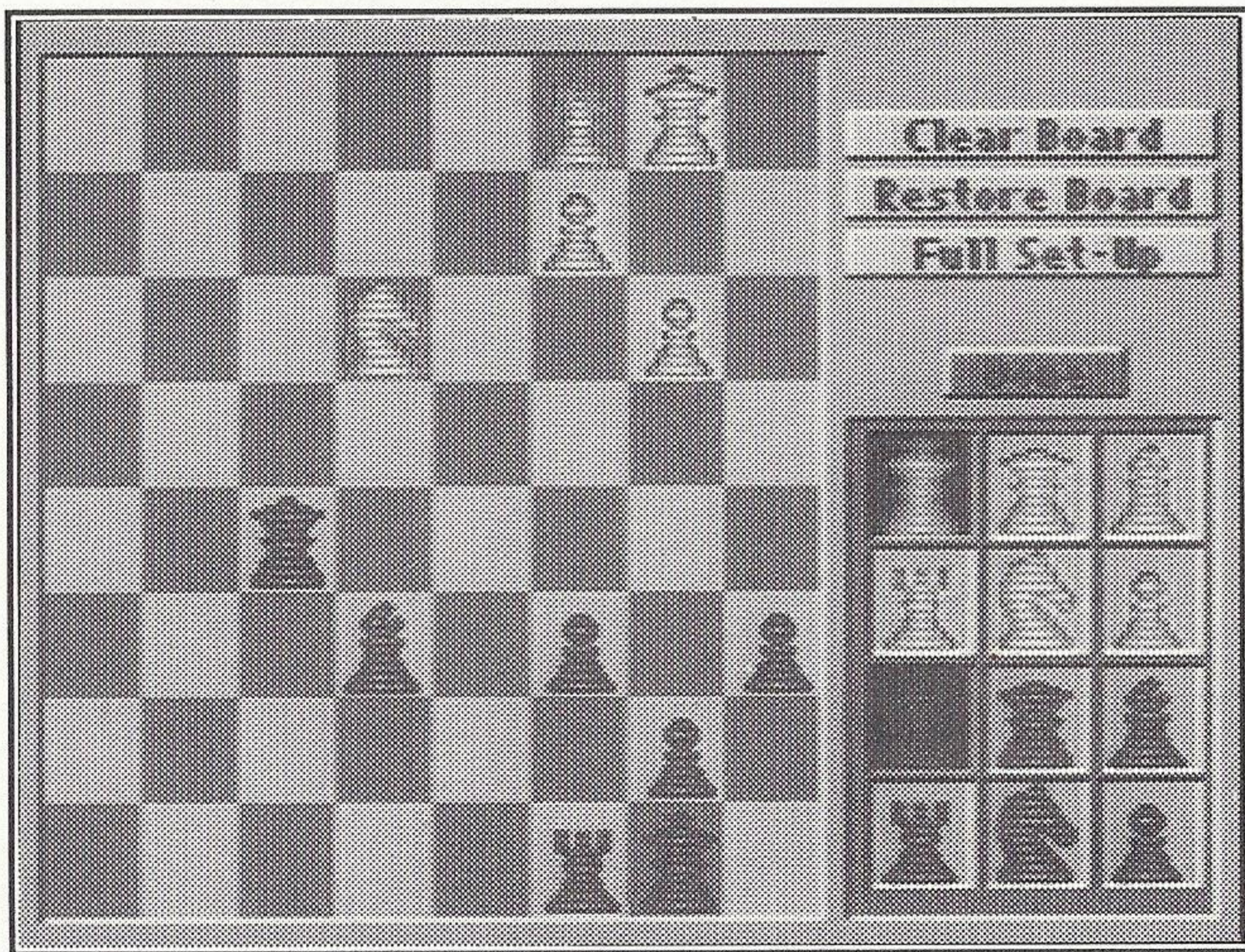
Open the **Options** screen. See **Changing Options**.

Load/Save

Save the game in progress. Also used to load a saved game. See **Saving and Loading Games**.

Setting Up A Game

Instead of starting a new game, you can also arrange the pieces on the board any way you want within the legal limits of chess. When you choose the **Set Up** option on the 2-D chessboard, the **Set Up** screen appears, which is also a 2-D board.



Press any key on the Control Pad and a "grid" of pieces appears to the right of the board. Red are the Imperial pieces; Blue are the Rebels.

You may not add more than sixteen pieces per side or put Pawns on the first or eighth row. This command is very handy for setting up end game positions, practicing checkmates, solving chess problems, and exploring alternate lines of play.

On the **Set Up** screen, use the Control Pad as follows:

D-Pad

Point to a piece, a destination square, or a command button. You can point to a piece on the chessboard or to a piece on the grid at the right of the screen.

A

Mark a piece. You can then move the piece with the **D-Pad** and put it on a new destination square with **C**, or cancel the move with **B**. You must press **A** to pick up and move a King.

B After you pick up a piece with **C**, press **B** to remove it from the board. You cannot remove either King.

C Pick up a piece without marking its source square, or pick up a piece from the grid. Also used to place a piece on a destination square. If you drop a piece on another piece, you automatically pick up the piece that you replaced.

The **Set Up** screen offers the option buttons shown below. Use the **D-Pad** to point to a button, then press **C** to activate that option.

Clear Board Remove all pieces except the two Kings. You can add pieces to set up a position.

Restore Board Return the pieces to the board as they were when you opened the **Set Up** screen.

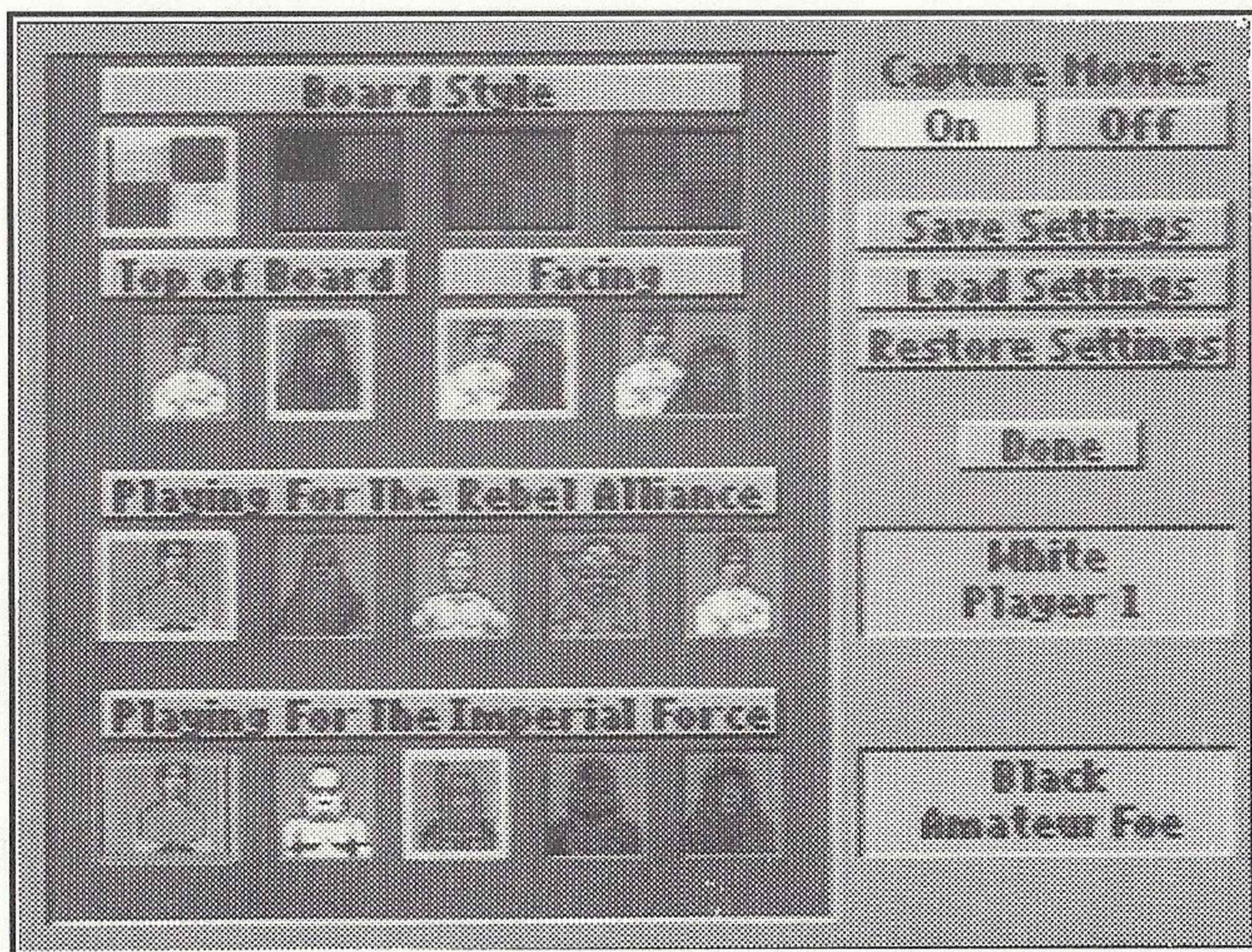
Full Set-Up Place all pieces on the board in their starting positions. You can remove pieces as wanted.

Done Return to game play. If either King is in check, that side moves next. Otherwise, press **B** to move the Rebel Alliance, or press **C** to move the Imperial Forces.

Note: If the setup is illegal, a message appears, and you remain in **Setup Game** until you create a legal setup.

Changing Options

When you choose the **Options** button on the title screen or the 2-D chessboard, the **Options** screen appears. You can use this screen to select a chessboard look, the position of each side, and who plays. You can also save changes to the default settings and load them the next time you want to play chess.



Press the **D-Pad** to point any of the following options, then press **C** to set it.

Board Style	Choose from four chessboards.
Top of Board	Choose Luke Skywalker to put the Rebels at the top of the board. Choose the Emperor to put the Imperial Forces at the top of the board.
Facing	Choose whether the opposing pieces face each other or face you on the 3-D chessboard.
Rebel Alliance	Pick who plays the "White" side. The human choice is on the far left. To set a computer opponent, you can pick Chewbacca (Novice), C-3PO (Amateur), Yoda (Advanced), or Luke Skywalker (Expert).

Imperial Force	Pick who plays the "Black" side. The human choice is on the far left. To set a computer opponent, you can pick the Stormtrooper (Novice), Boba Fett (Amateur), Darth Vader (Advanced), or the Emperor (Expert).
Capture Movies	You can choose whether you would like to see the capture film whenever a piece is taken or you can turn them off.
Save Settings	Save the settings that you just picked.
Load Settings	Whenever you restart, the game begins with the default settings. To load the settings that you last saved, choose this button.
Restore Settings	Return the settings to the default: 1 player (the Rebels) vs. Boba Fett (Amateur).
Done	Return to the 2-D chessboard and play with the currently selected settings.

Note: To play against a human friend, set both sides to the **Human**. You can set your computer opponent to be as naive or crafty as you can handle! You can also pick two similar or different computer opponents and watch how they play against each other.

Saving and Loading Games

On the 2-D chessboard, use the **Load/Save** command button to save the game in progress or to load a previously saved game.

To save, use the **D-Pad** to point to **Game 1**, **Game 2**, **Game 3**, or **Game 4**, then press **B**.

To load, use the **D-Pad** to point to **Game 1**, **Game 2**, **Game 3**, or **Game 4**, then press **C**. The button is highlighted if there is a game already saved under that name.

To return to the game, press **A**.

Note: You won't automatically return after saving a game or loading one.

Credits

PRODUCT DEVELOPMENT

Project Manager/Programming.....	Peter Lipson
Art Director.....	Becca Martinson
Producer.....	Steve Hutchins
Quality Assurance.....	Buck Irving, Craig M. Brisgell, Scott Van Schoick
Capture Scripts.....	Dave K. Goodman, Steve Hutchins, Don Laabs, Vicki Sidley
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Background Art.....	Dan Guerra
Technical Art Assistance.....	Chris Kosel
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Animation Director.....	Kevin Coffey
Animators.....	Arnie Wong, Steven Lee, Steward Lee, Mike Smith J. Garrett Sheldrew, Robbin Atherley
Animation Assistants.....	Donna Mankus, Joanne Hafner, Leigh Crow, Kevin Anderson, Luke Longin, Gene Hamm, Beth Segal, Shawn Murray
Additional 3-D Animation.....	John "underground" Root
Digital Ink and Paint.....	Sidley Wright and Associates
Effects/Touch-up Artists.....	Peter Davis, David Gale, Duncan Knarr, Armen Petrosian, Wendy Piuck, Brad Reynolds, John Root, Jose A. Scarpitta, Stefanie Smith, David Weisman
Technical Consultant.....	David K. Goodman
VP, Software Development.....	Don Laabs
Music Arrangement and Original Music.....	Peter Stone, Indescribable Creations
Principal Music Composed by.....	John Williams
Voice-Over Production.....	DMP Entertainment
Additional Character Voices.....	David K. Goodman, Becca "Take That" Martinson, Andy Iverson, Bob Cooper
Film Sound Effects Courtesy of.....	Lucasfilm Ltd.
Other Sound Effects.....	David K. Goodman
Audio Production.....	Stephen "wav" Hutchins, Zachary
Star Wars Characters Created by.....	George Lucas
Star Wars Characters Licensed From.....	Lucas Arts Entertainment Company
Director of Merchandising.....	Julia Russo, Lucasfilm Ltd.
Chess Consultant.....	Don Laabs
Special Thanks To.....	Mike Duffy, Linda Norton, Joy Schmeer, David Platshon, Julia Russo, Stacy Mollema, Don Bies, Ted Grabowski

Credits Continued

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Documentation Anne O'Brien

Technical Support Milt J. Hodges, Dave Locke, Dan Mack, Susan Hayes, Rob MacAulay,
..... Alexi Kulberg, Crissy Abdilla, Joel Brisgel, Geri Bumbalough
..... Mike Seery, Paul Dhillon, Sean Hunt, Chris Pedersen

Technical Support Manager Dave Buoncristiani

Technical Support

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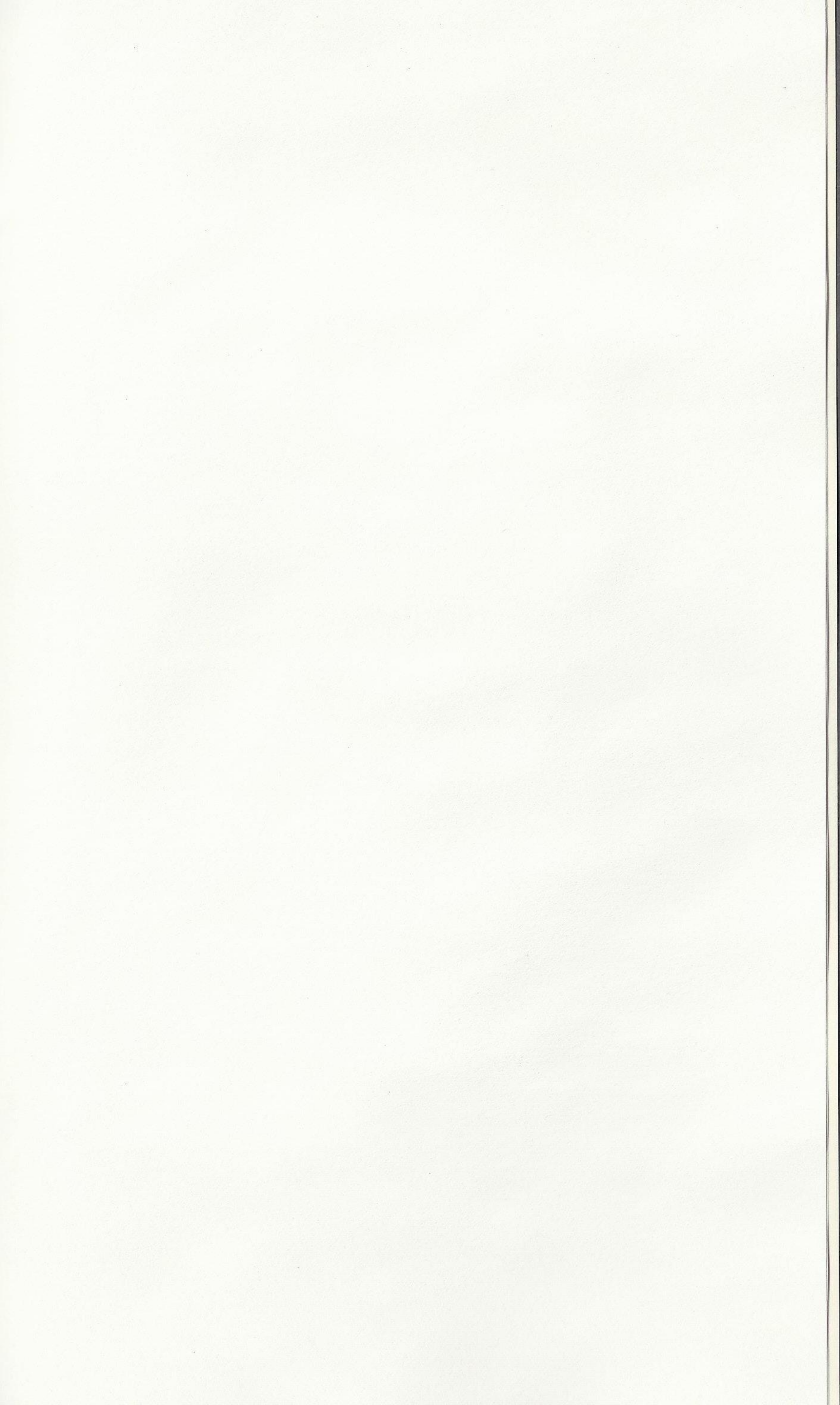
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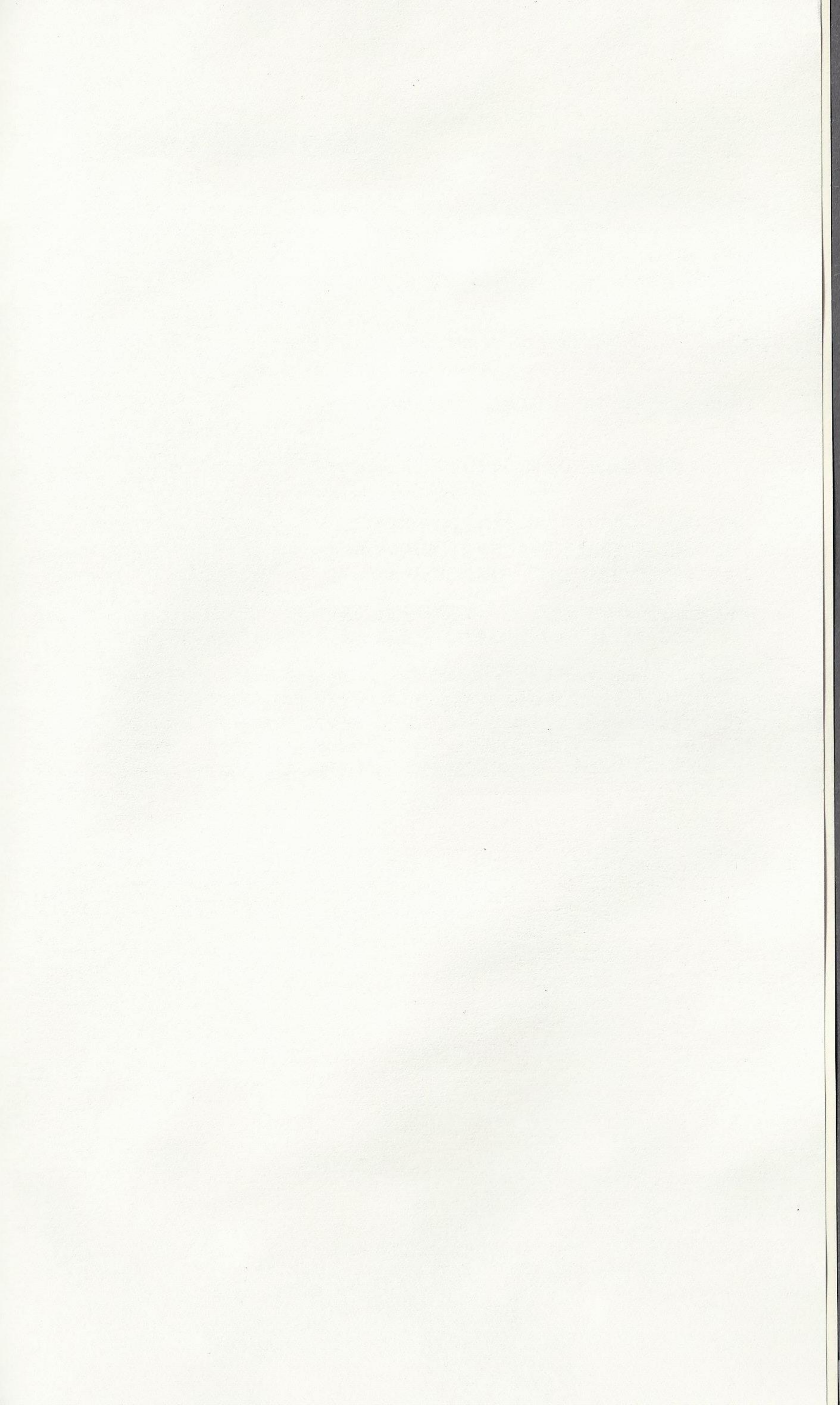
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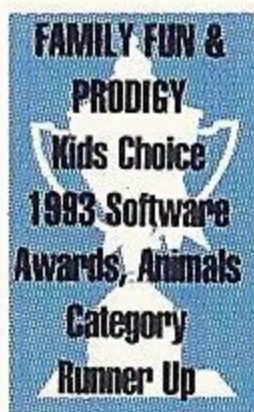
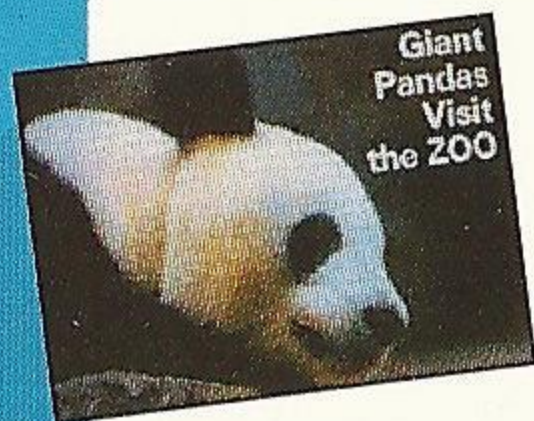
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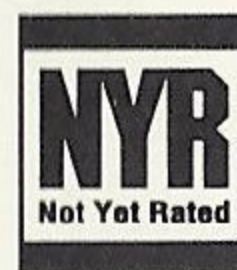
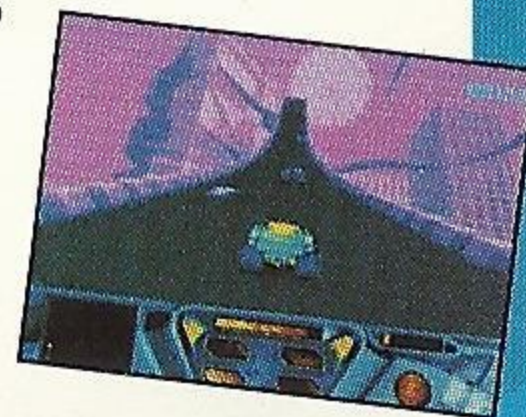


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